

Association of University Architects  
56<sup>th</sup> Annual Conference  
University of Wisconsin - Madison  
Wednesday, June 22, 2011



# MAKING CONNECTIONS





# MAKING CONNECTIONS

= incredible leadership opportunity



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40% GHG

= incredible leadership opportunity



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40% GHG + campus stewards

= incredible leadership opportunity



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40% GHG + campus stewards + centers of innovation

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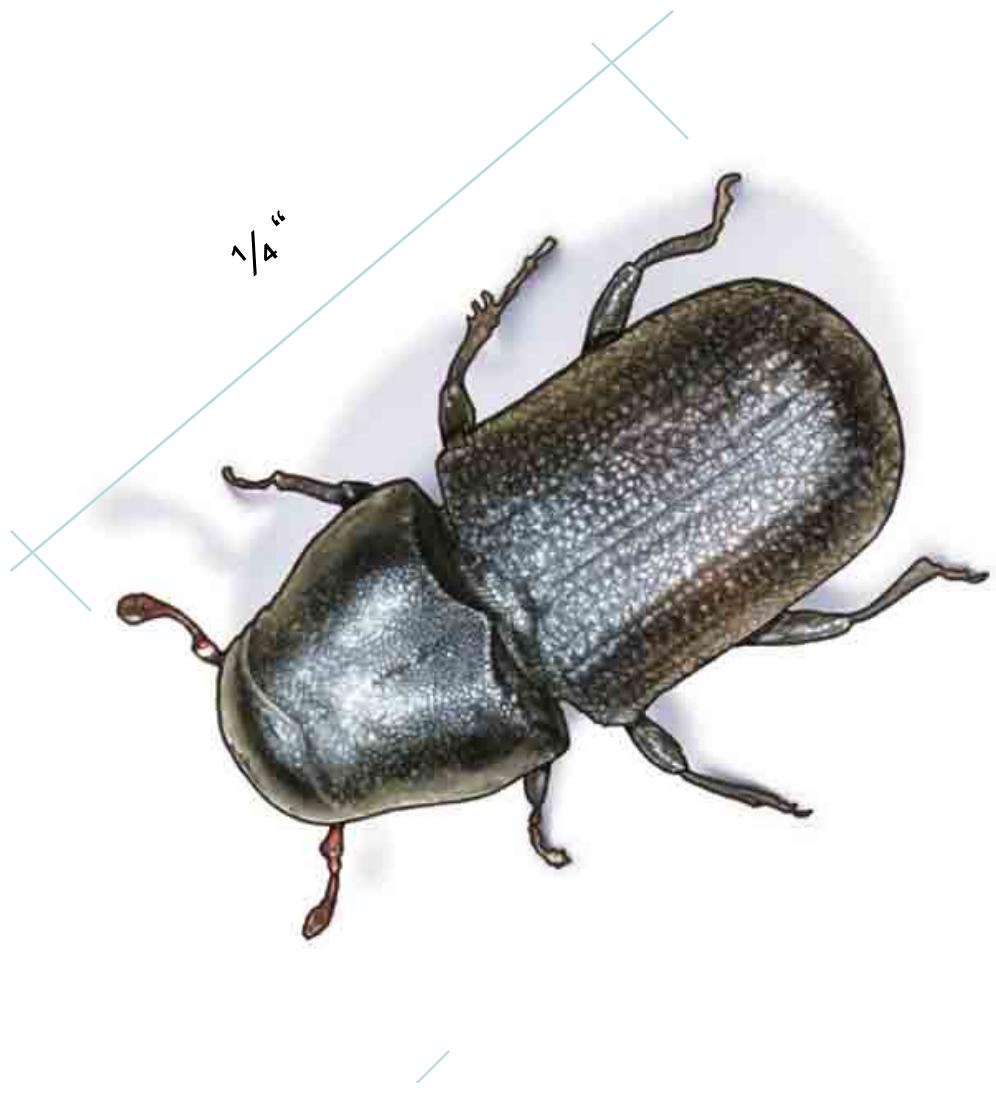


# MAKING CONNECTIONS

40% GHG + campus stewards + centers of innovation + no property lines

= incredible leadership opportunity

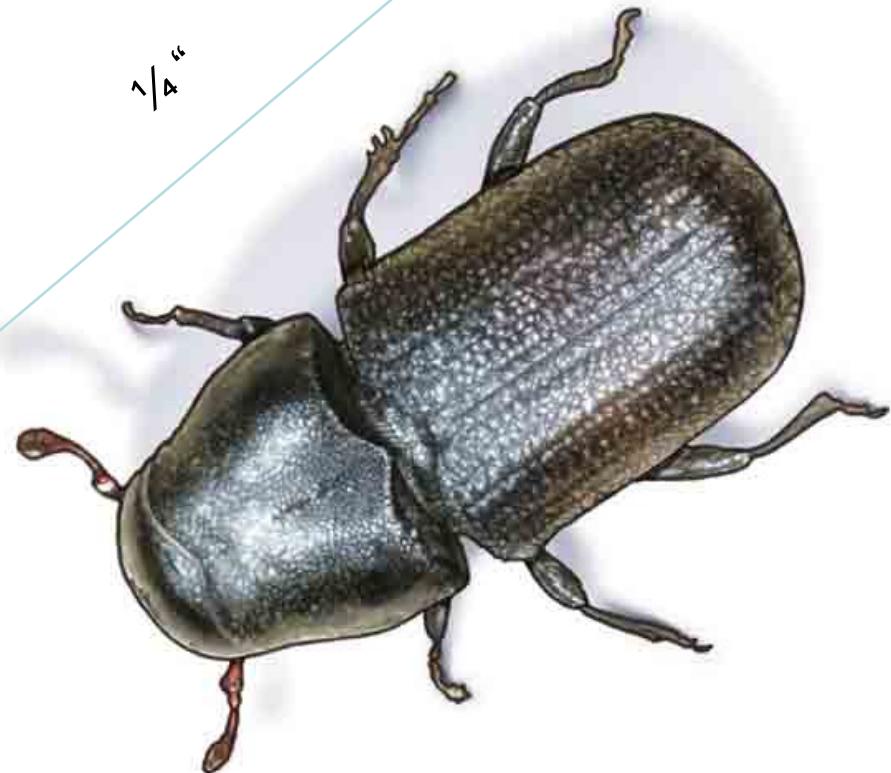




**2° Fahrenheit**

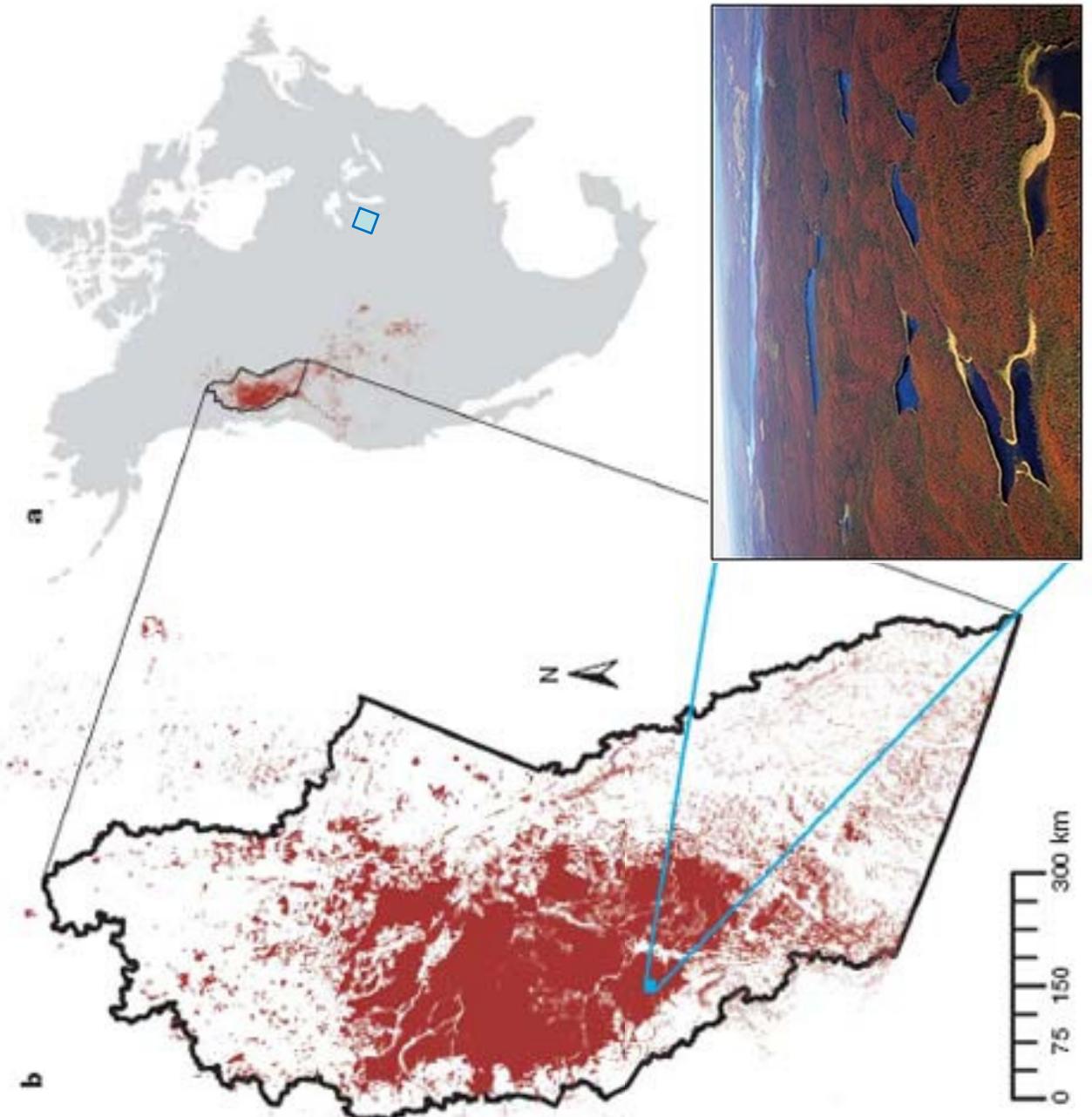
**+**

$$\frac{7}{8}^{\circ}\text{ F}$$









**carbon sink → carbon source**



# MAKING CONNECTIONS









# MAKING CONNECTIONS





# MAKING CONNECTIONS



# CONNECTING WITH STUDENTS



*if goal is:*  
**design for Students**



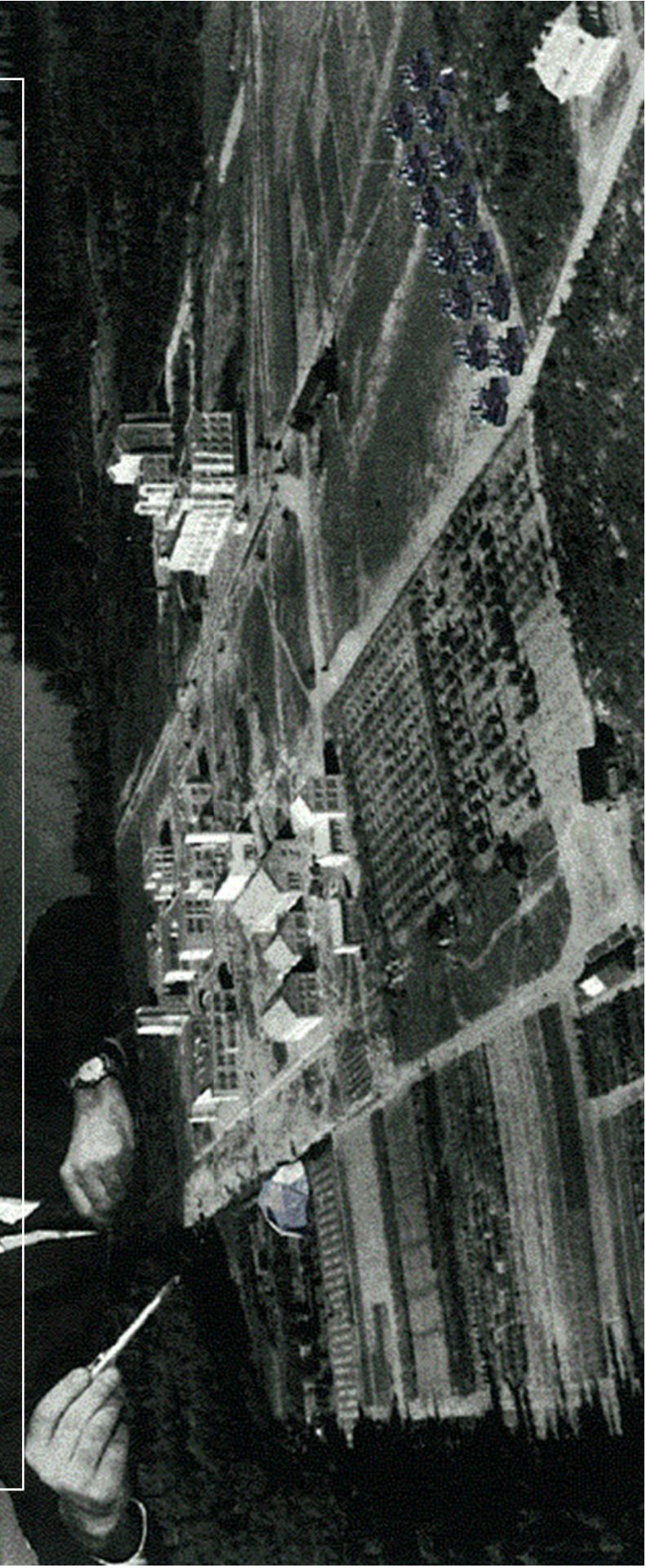
What's their role in the design?



# UBC BY DESIGN

(RE) CONSTRUCTING SPACES OF ACADEMIC CULTURE AND COMMUNITY

design by the gods





g o r i l l a d e s i g n





# co-design

# co-design

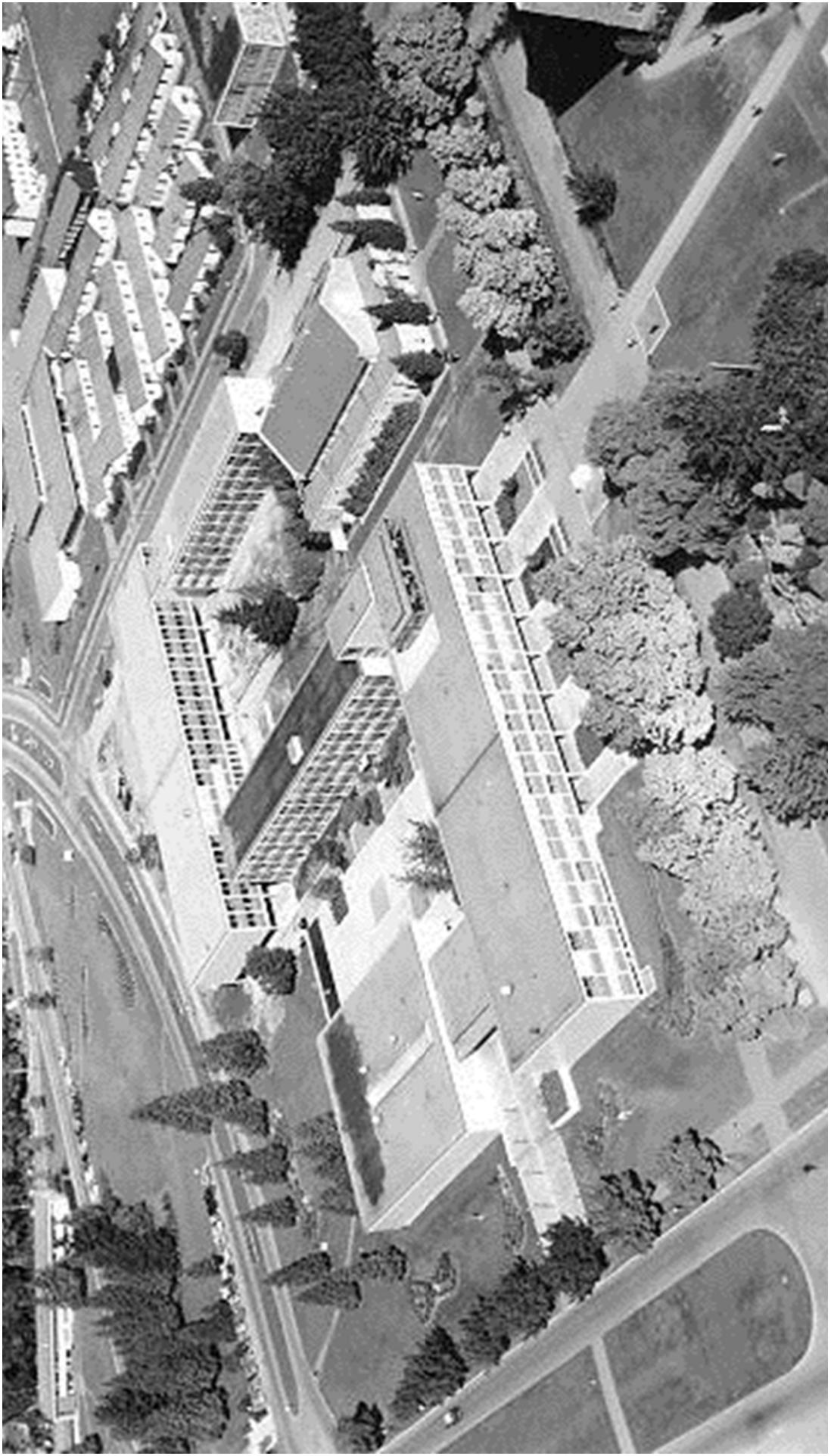
## Case studies

- Buchanan
- Sub
- SALA + Planning

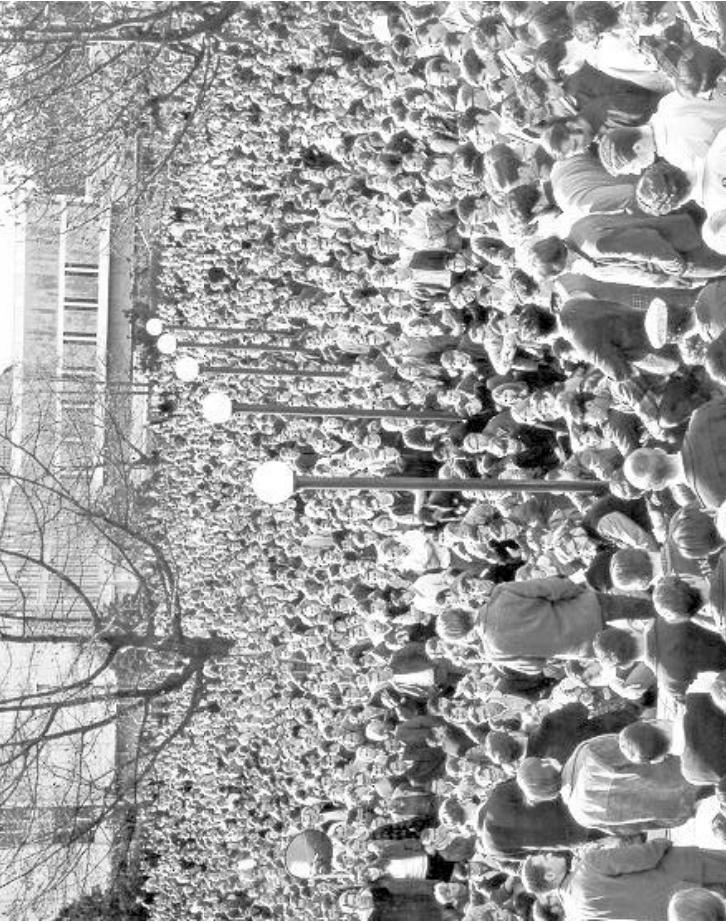
## Lessons learned



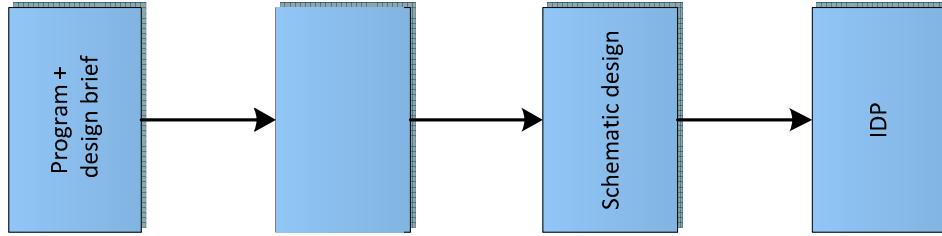
# Buchanan Courts



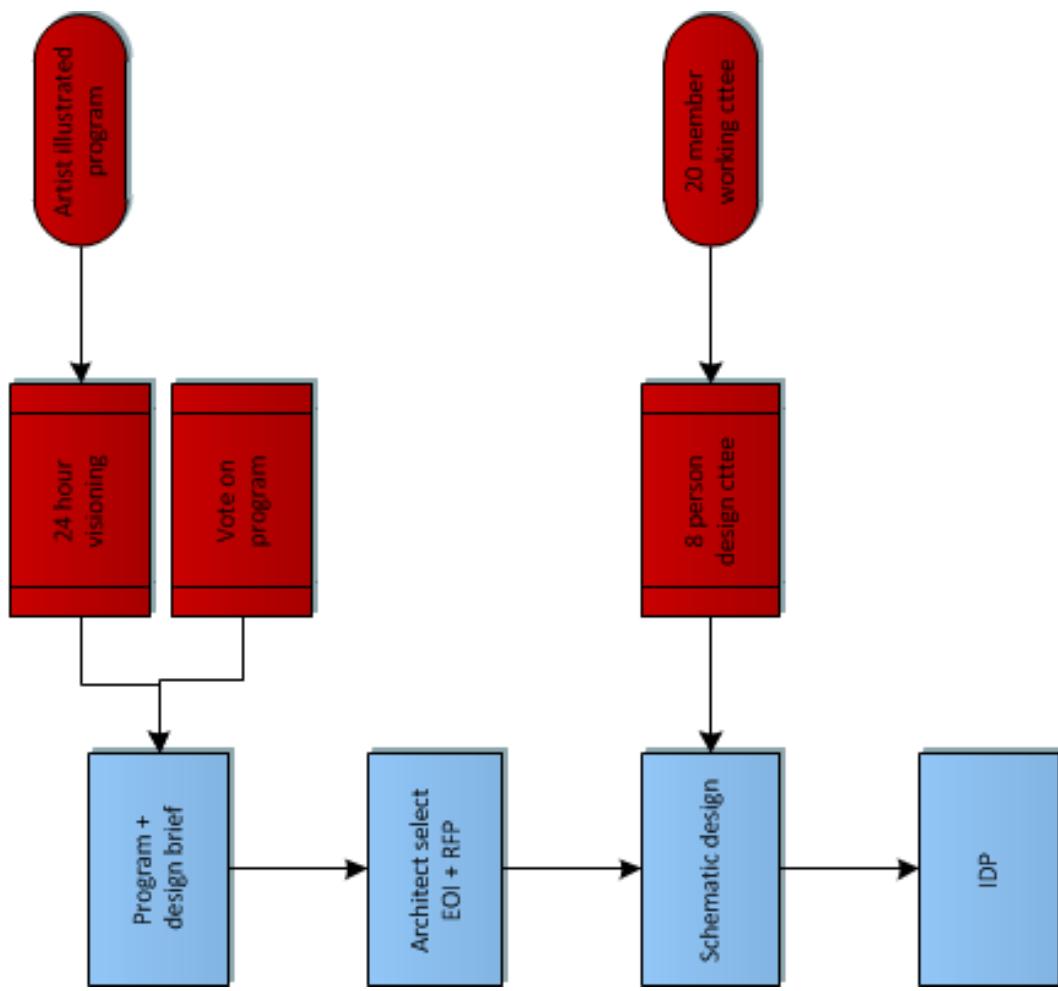
# Statement of Significance



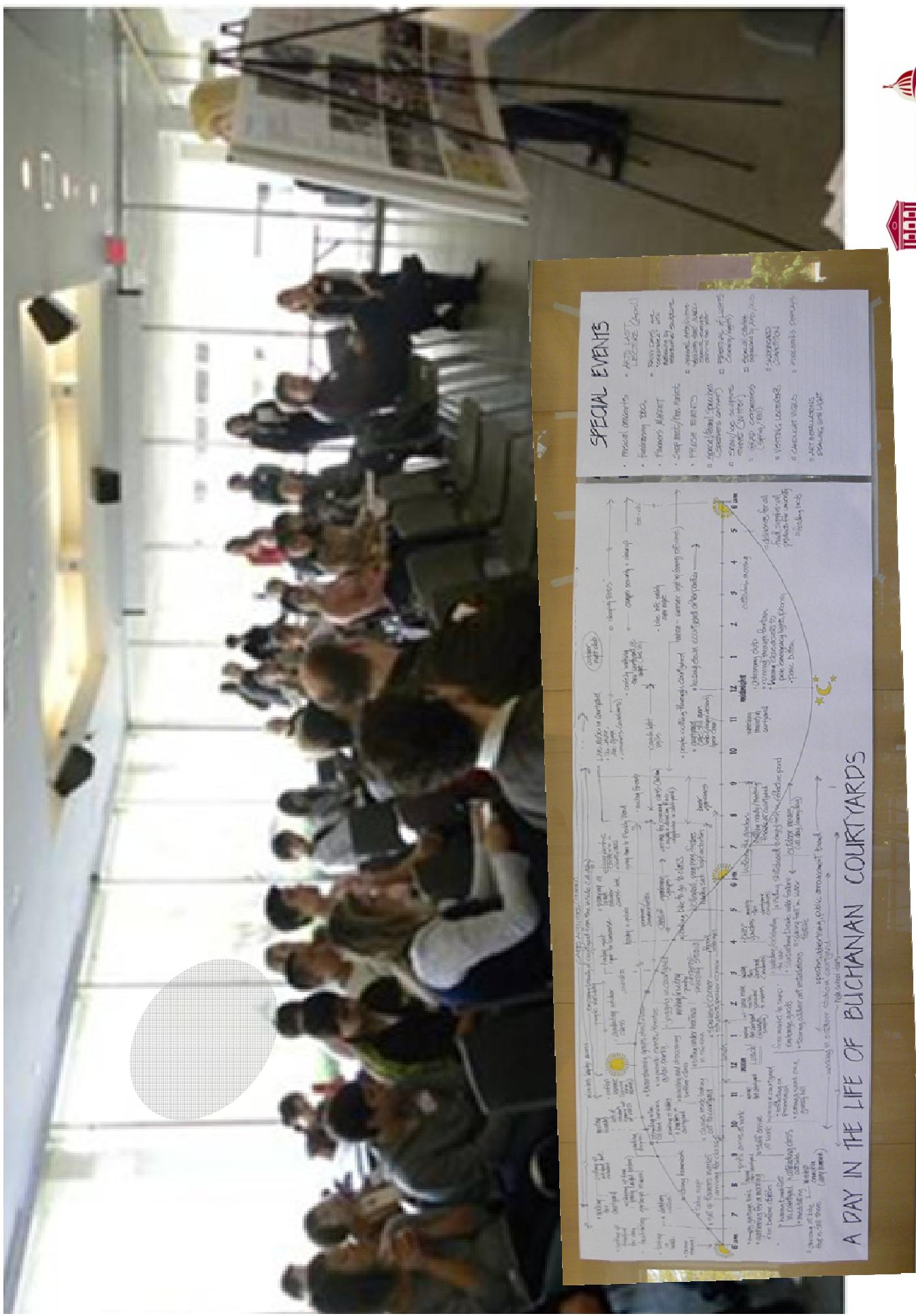
# generic process



# Buchanan process







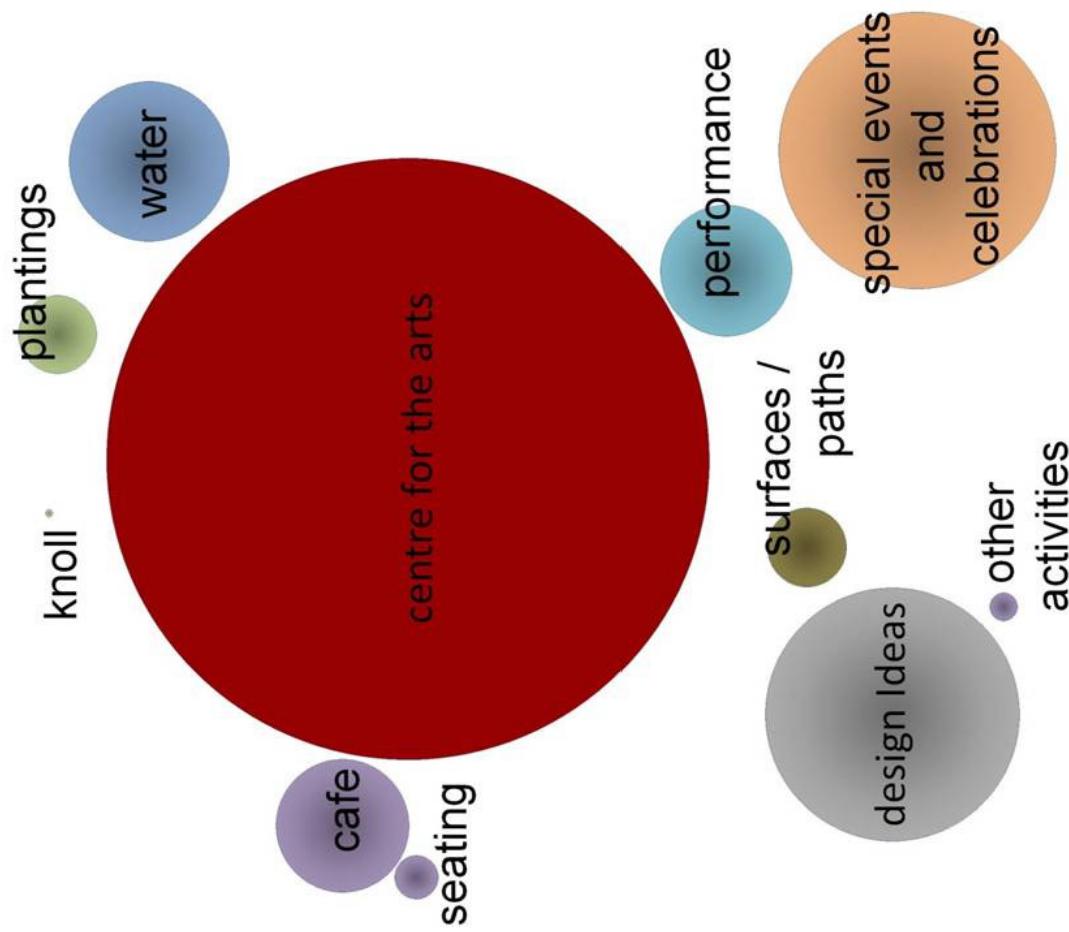
RULES OF DISCUSSION

1. Say "I," not "we."  
Speak for yourself and let others speak for themselves.
  2. Don't attempt design solutions  
Speak of the effects that the design should produce.  
Consider all possibilities.
  3. Don't criticize the ideas of others.  
If you don't like an idea, suggest a positive alternative.  
... or, all ideas to flow in.





# west courtyard programming



# West Courtyard

Large projection screen for movie nights



Viewing student films



Expressing yourself on the digitally projected ideas wall



## Centre for the Arts



Showcase student films  
(cinema under the stars)

Screen for projecting Art, lectures, student films



Discussing ideas through spontaneous interaction



Support Faculty of Arts Creative Arts Showcase (e.g. Design Fashion Show)

Rotating Displays (e.g. Arts Week Exhibition)

Informal learning through night time social interaction



Information Kiosk

Attending outdoor night time lecture



UNIVERSITY OF WISCONSIN-MADISON

# West Courtyard

- knoll



Grassy landscaped knoll allows seating and lounging, viewing, showing!



Heavy selective pruning to open views to the north



Flat pond with grey water filter



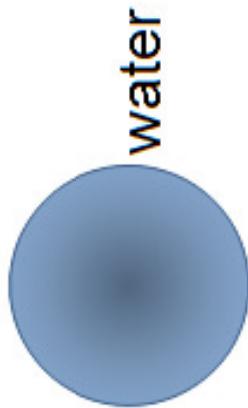
Ramps and stairs access



Shallow pond with edge seating to dip your feet



Mixed paving and grass surfaces for service vehicle access

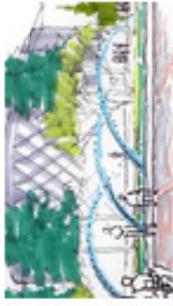


water

surfaces / paths



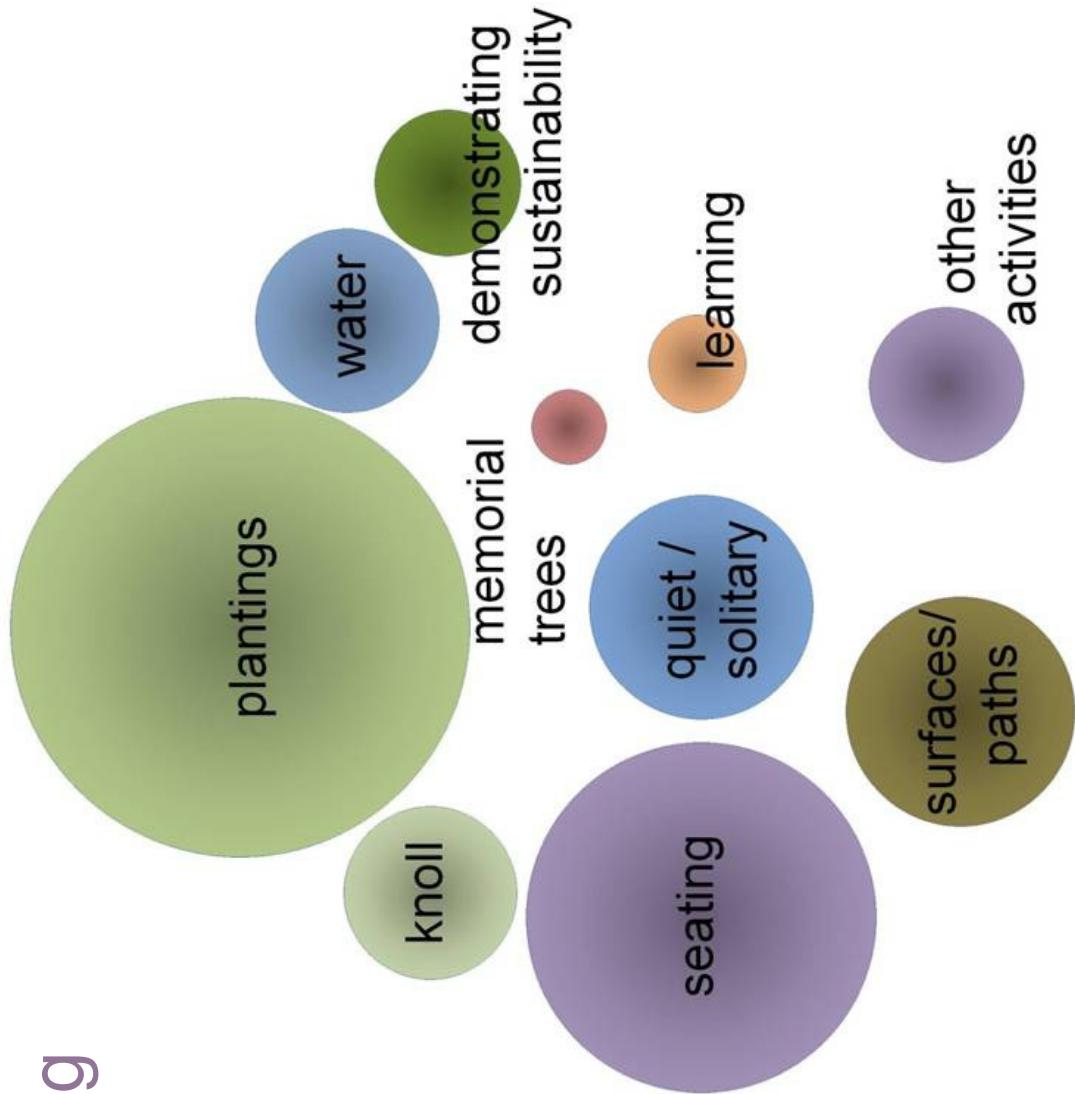
Grey water diverted to garden/pond



Reinstate or reimagine original water feature

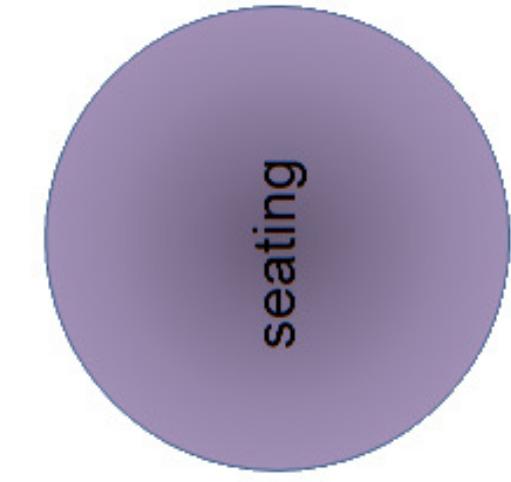


# east courtyard programming



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## East Courtyard



Sitting under a rain canopy



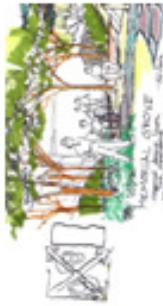
## East Courtyard



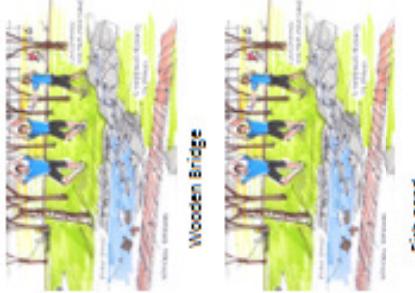
memorial  
trees



Cluster memorial trees in one area



Memorial trees- concentrate  
memorial trees in one area



Wooden Bridge

Fish pond



Small water feature  
with water spouting  
sculpture



Stepping rocks in pond



Cascading water feature



rain  
water  
harvesting  
system  
RAIN CATCHER  
RAIN BARREL

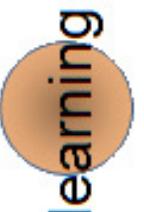
'Dry' creek to celebrate rain &  
accommodate drainage



Integrate recycling centres to  
promote sustainability



Learning about stormwater  
management in the landscape



learning

Impromptu discussions in small  
groups

demonstrating  
sustainability



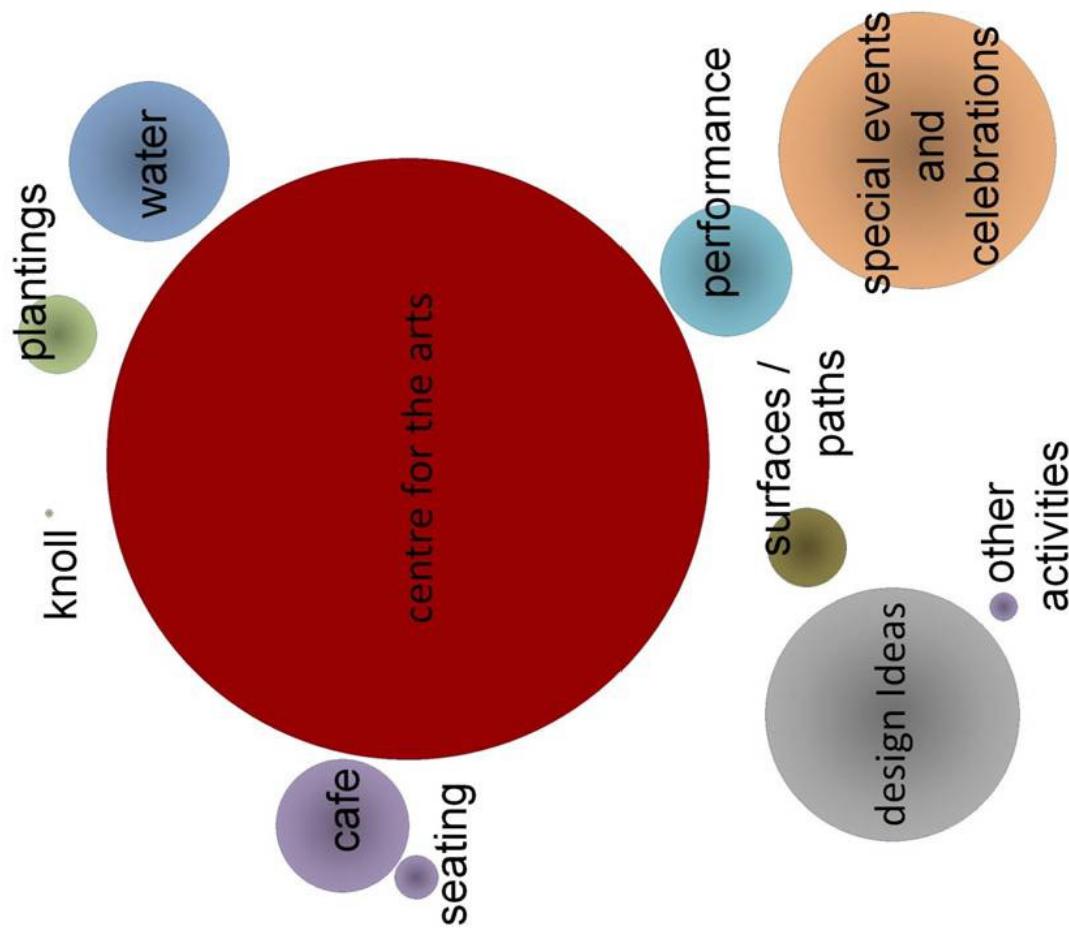
water

# design principles

- Support the activities and features desired by the user community
- Express the identity of the Arts by showcasing the culture, collections, research and learning.
- Foster memory of the past and awareness of our campus landscape history by conserving important heritage values.
- Respect existing uses and ensure activities do not have an undue impact on indoor activities (e.g. noise management)
- Balance the technical requirements with user needs
- Foster on-going support for Arts focused programming of the courtyards
- \*Apply the design principles from the Public Realm Plan not covered by the above



# west courtyard programming





SPOTTED: 100%

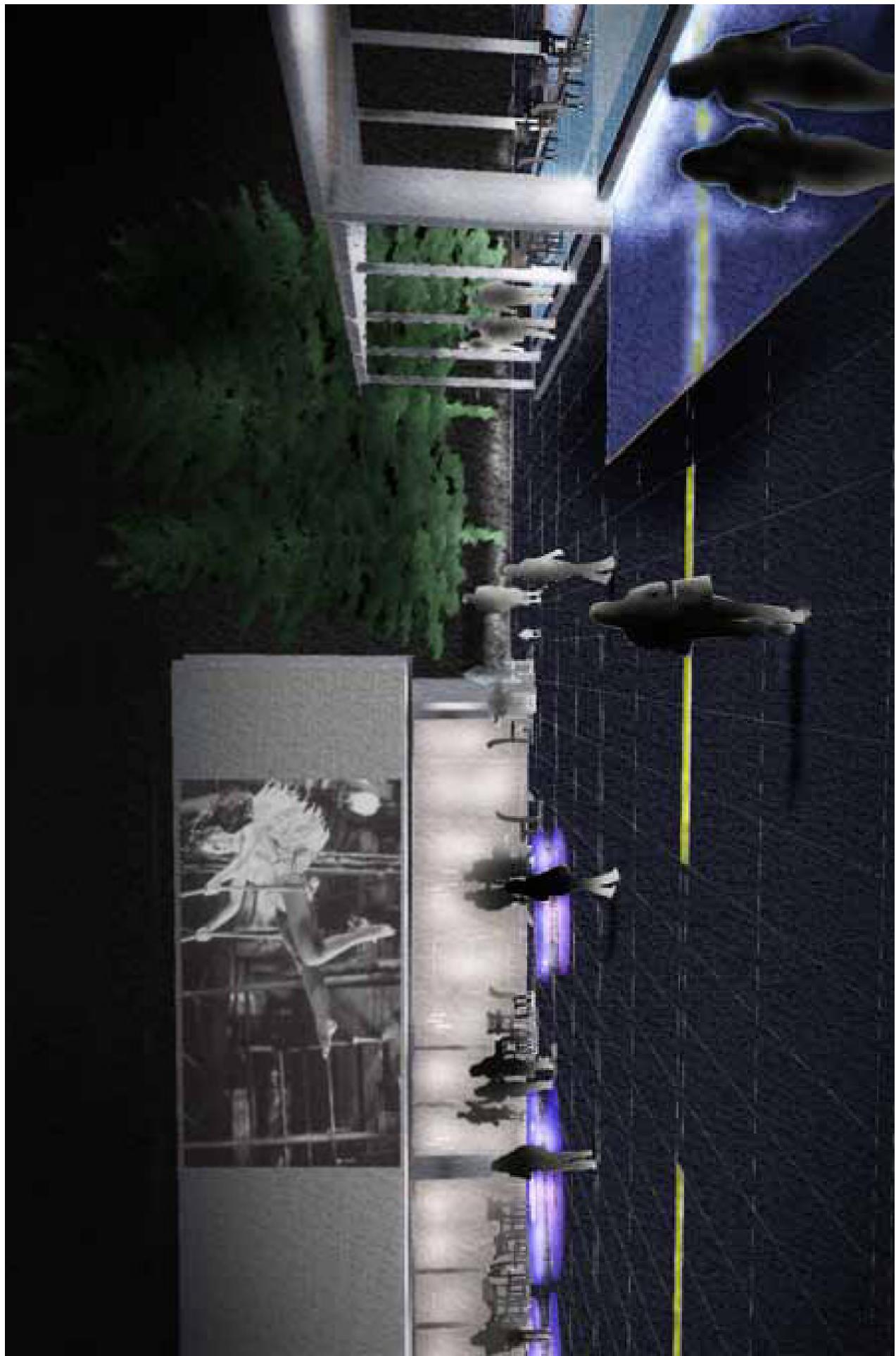




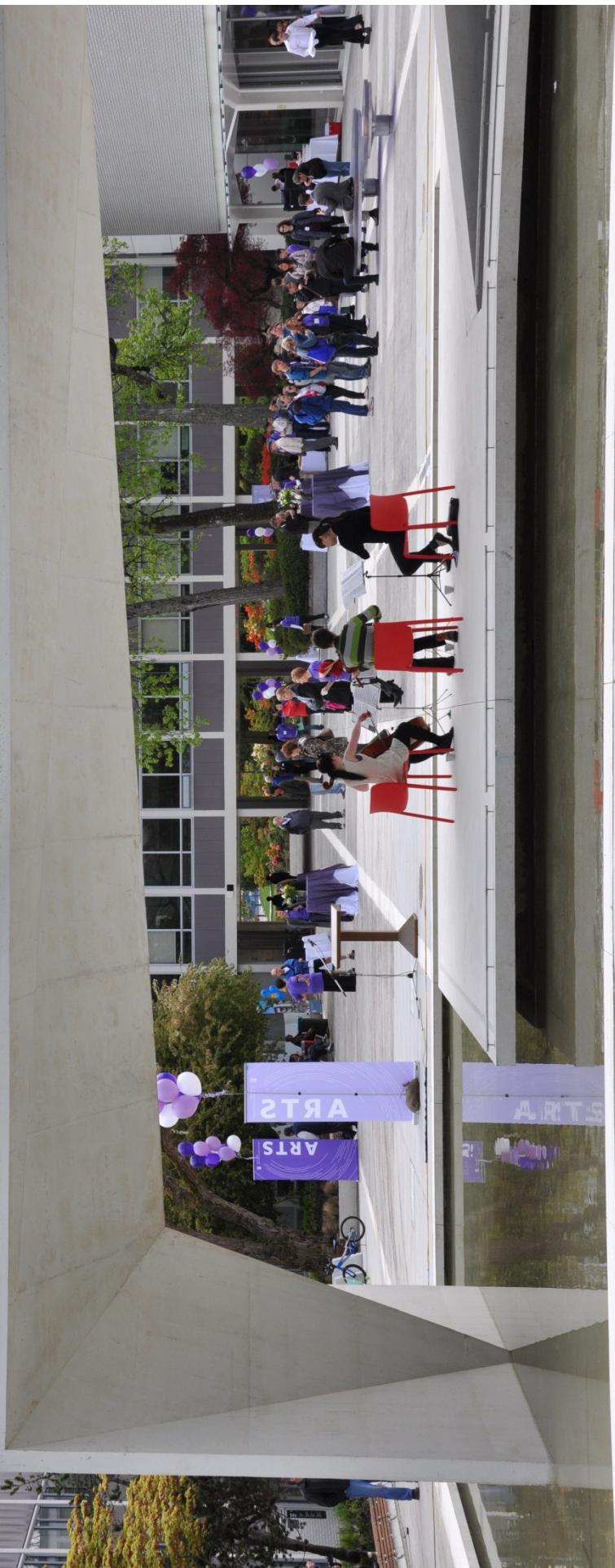












UNIVERSITY OF WISCONSIN-MADISON







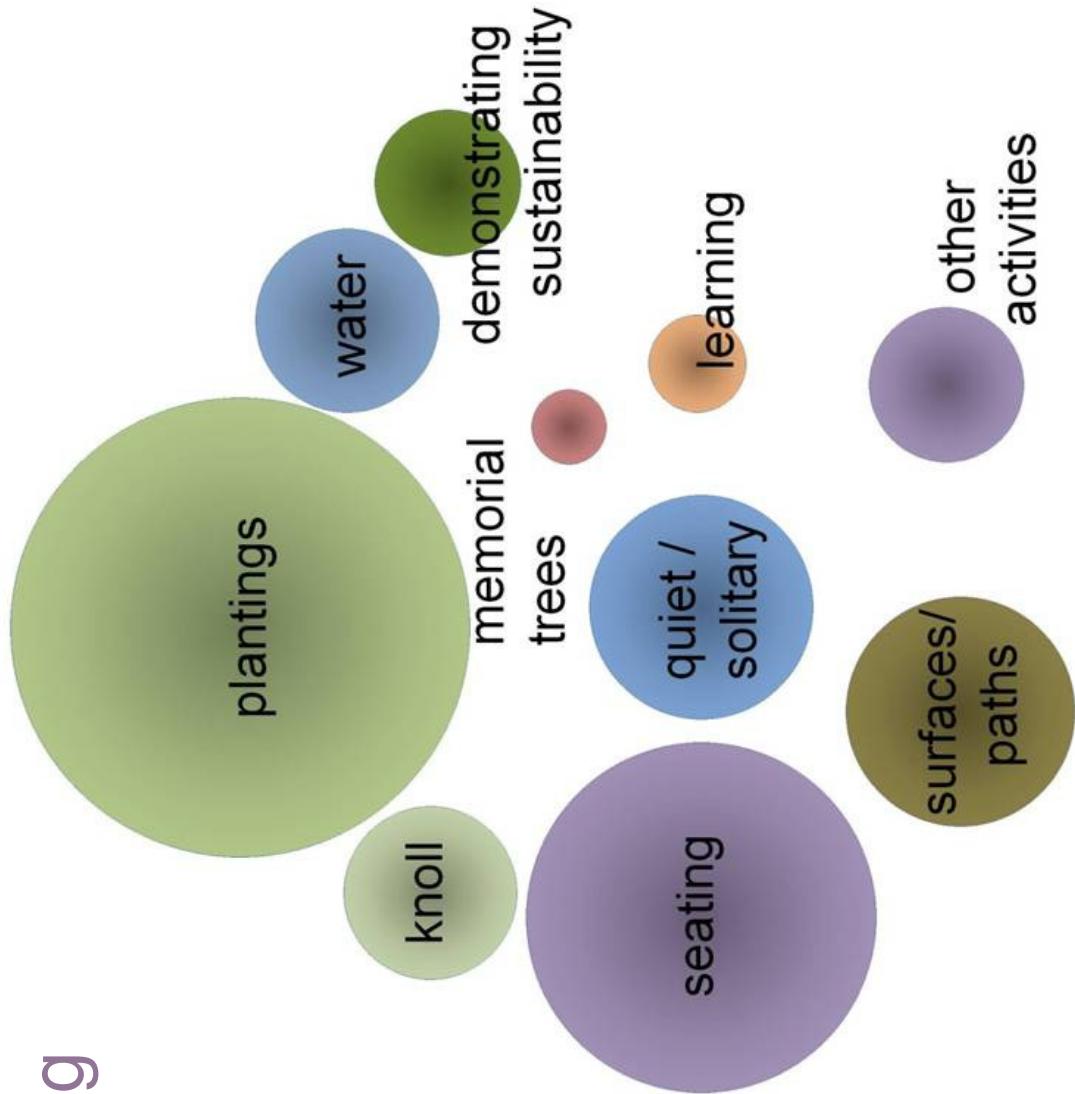


2010

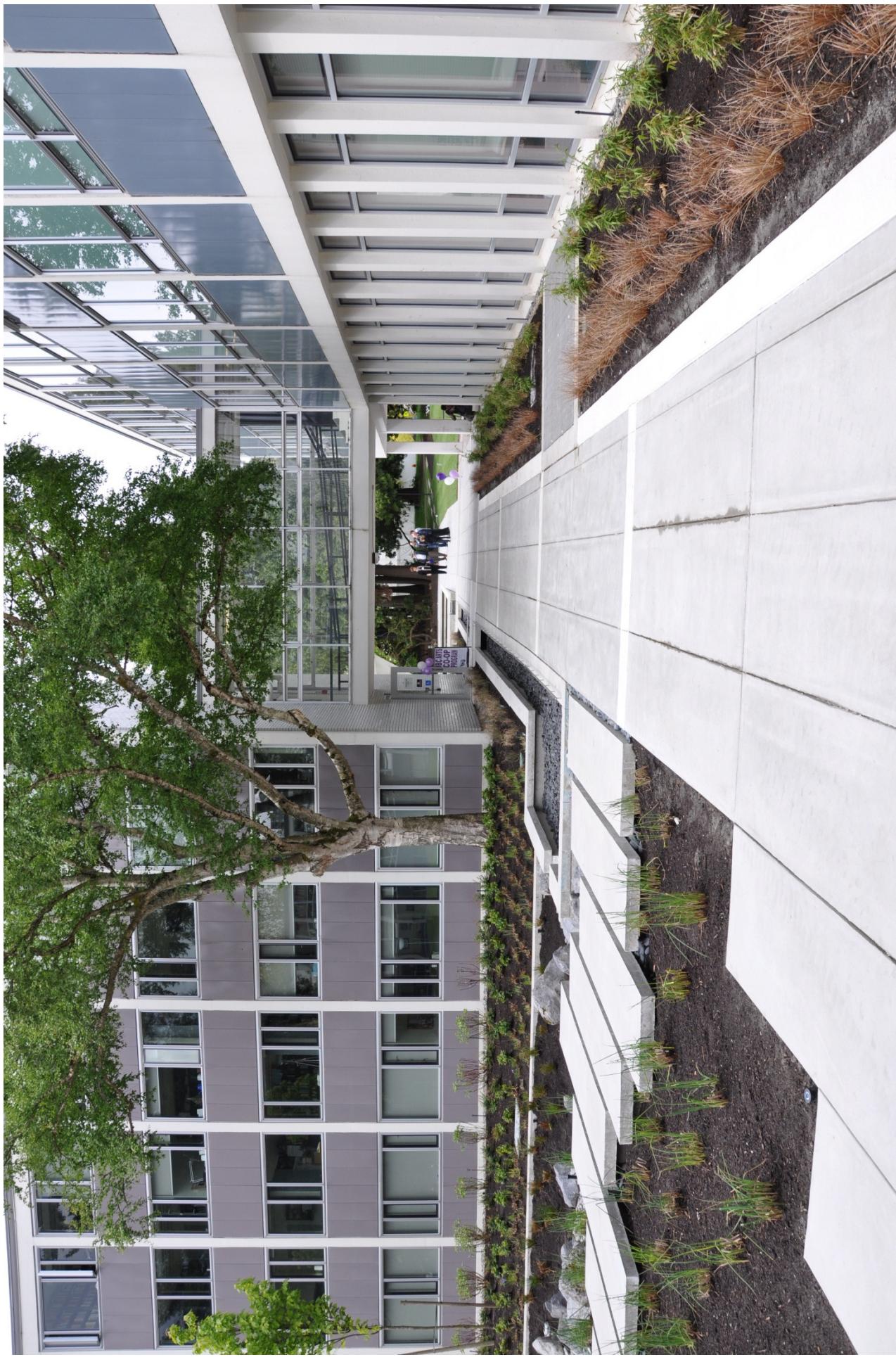


SPOTTED: 1000

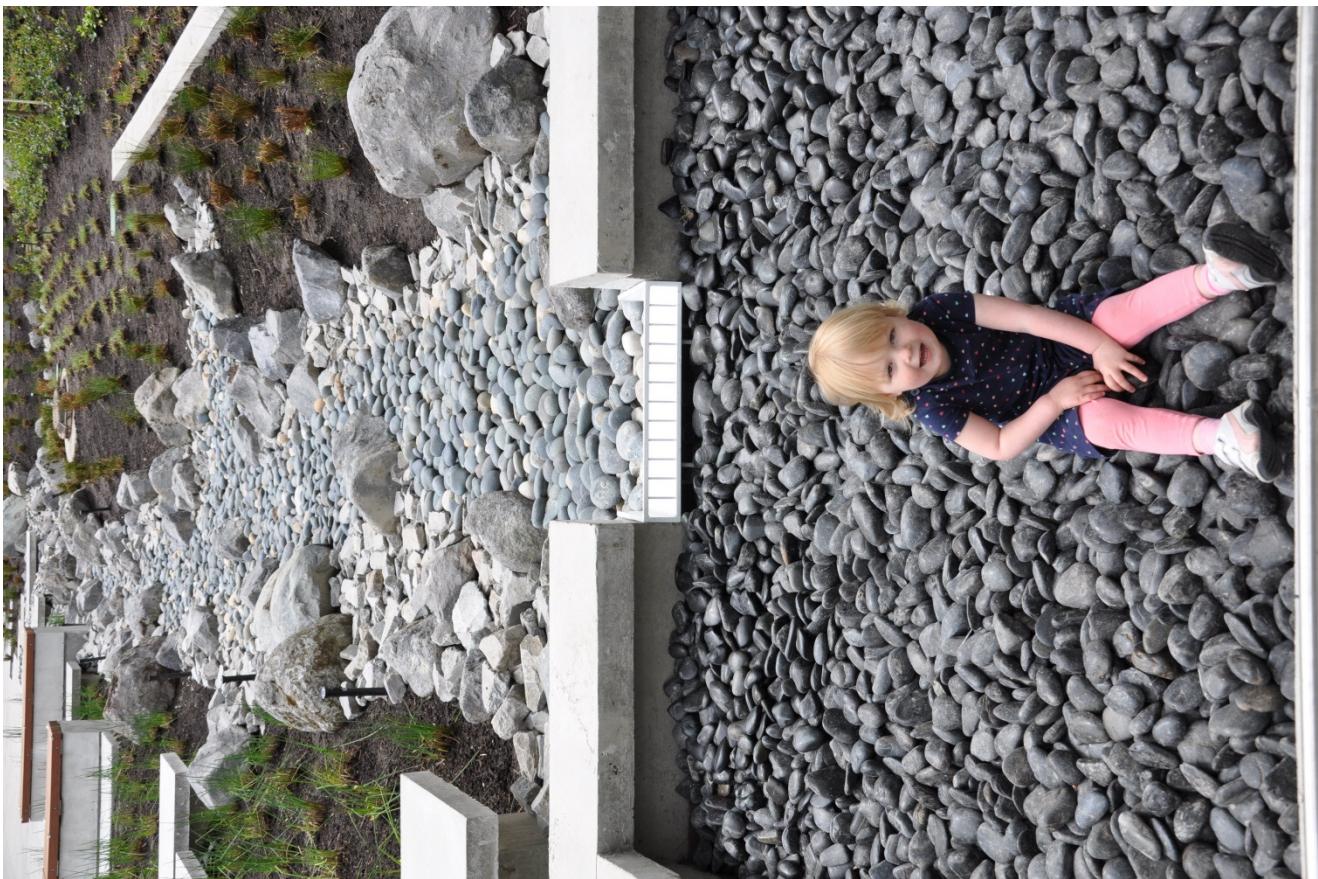
# east courtyard programming



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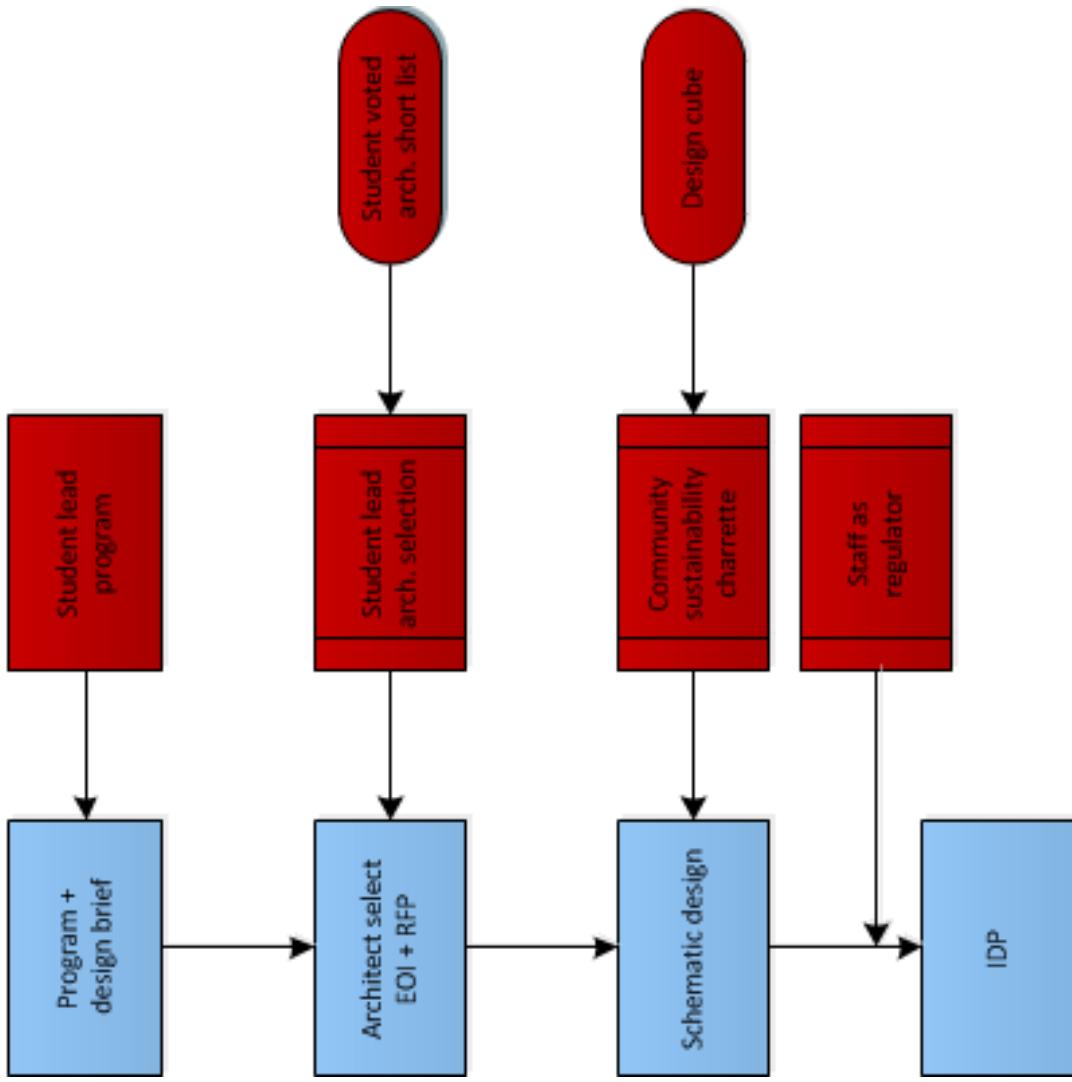


S U B

# CONNECTING WITH STUDENTS

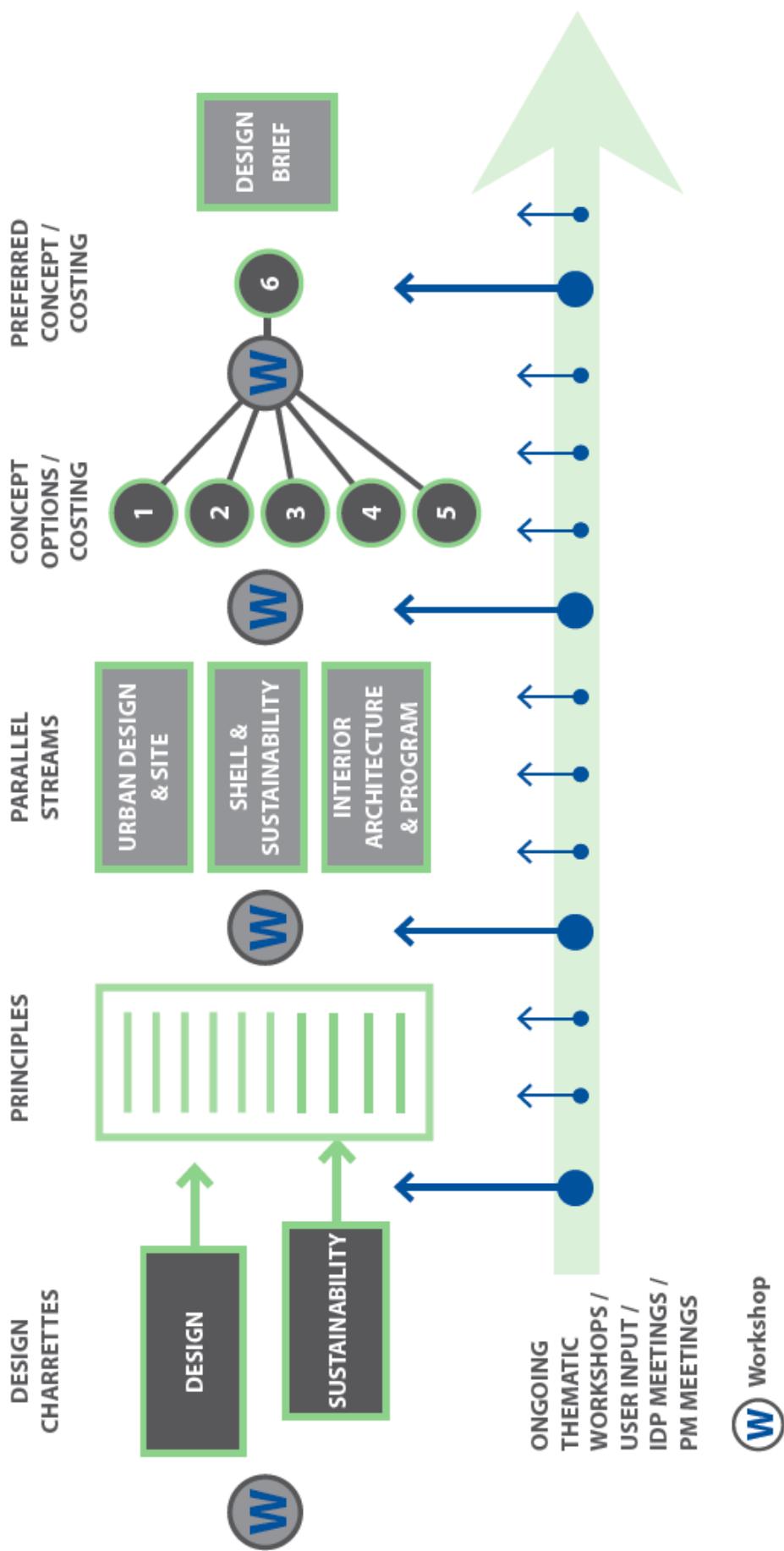


# S U B





Photos by Meghanigan



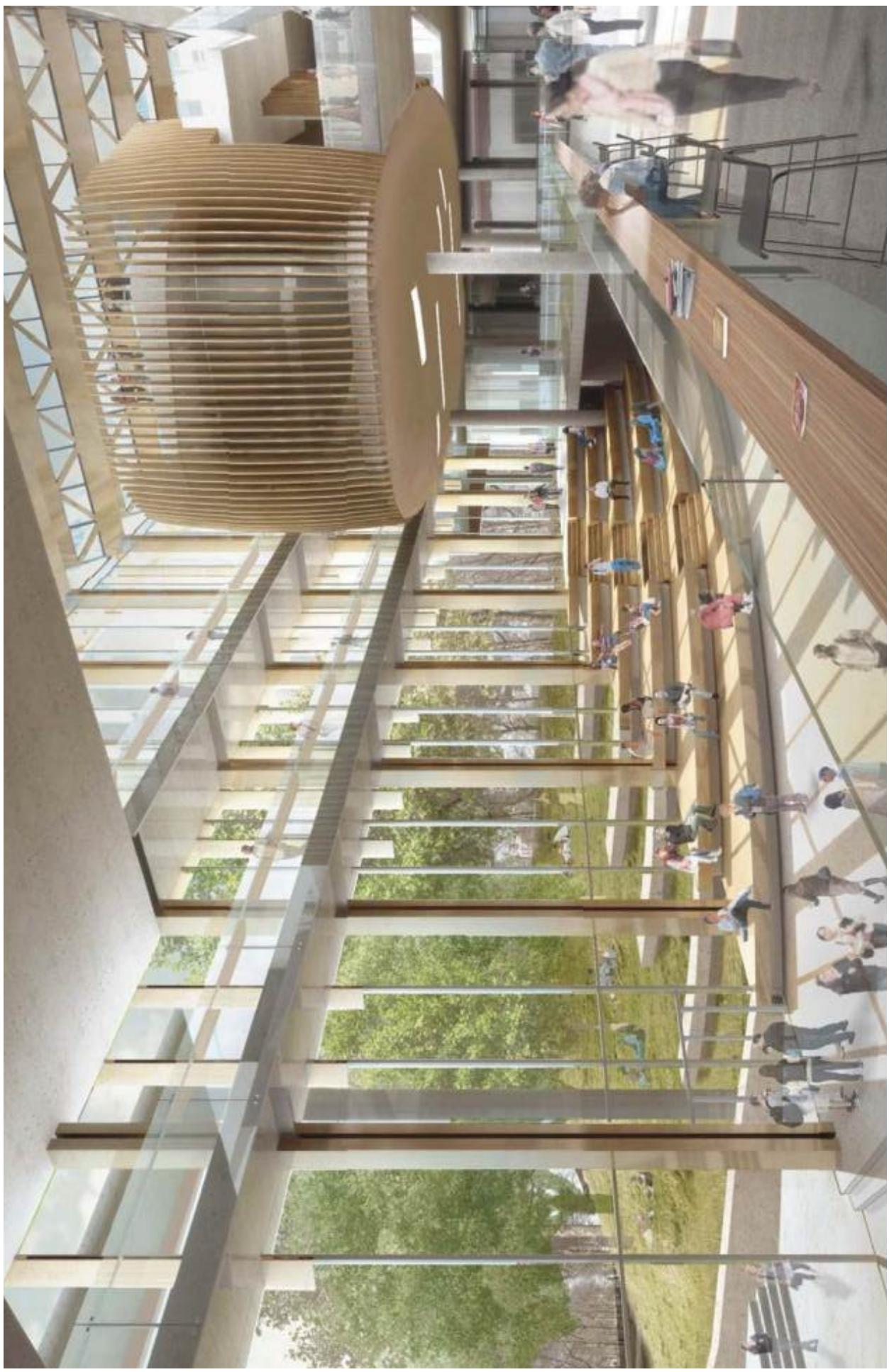
# design cube











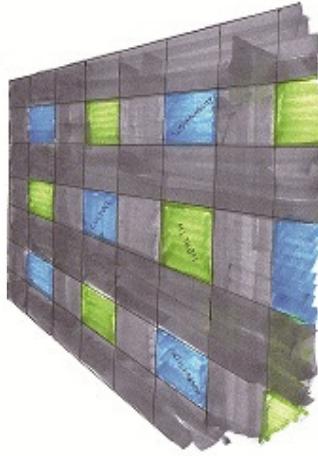
# MY NEW SUB ENERGY HARVESTING PROJECT

New SUB will feature many cutting edge green technologies. The Energy Harvesting Project uses a special type of material called "piezoelectric ceramics" to generate electricity from your footsteps! LEDs embedded in the tile (powered by you) will lighten up the day from your feet, literally.

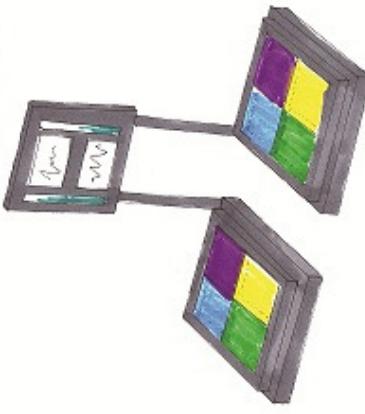
We hope to hear where and how YOU want to see this implemented in the New SUB.

**Vote HERE or online @ [mynewsu.com](http://mynewsu.com) BEFORE Feb. 10<sup>th</sup>**

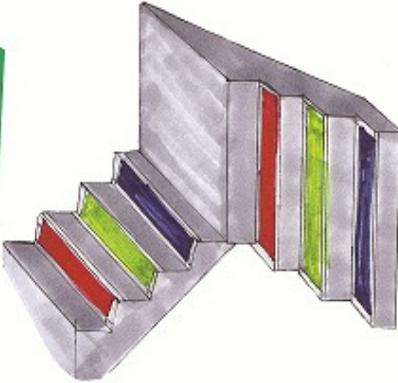
OPTION 1: FLOOR



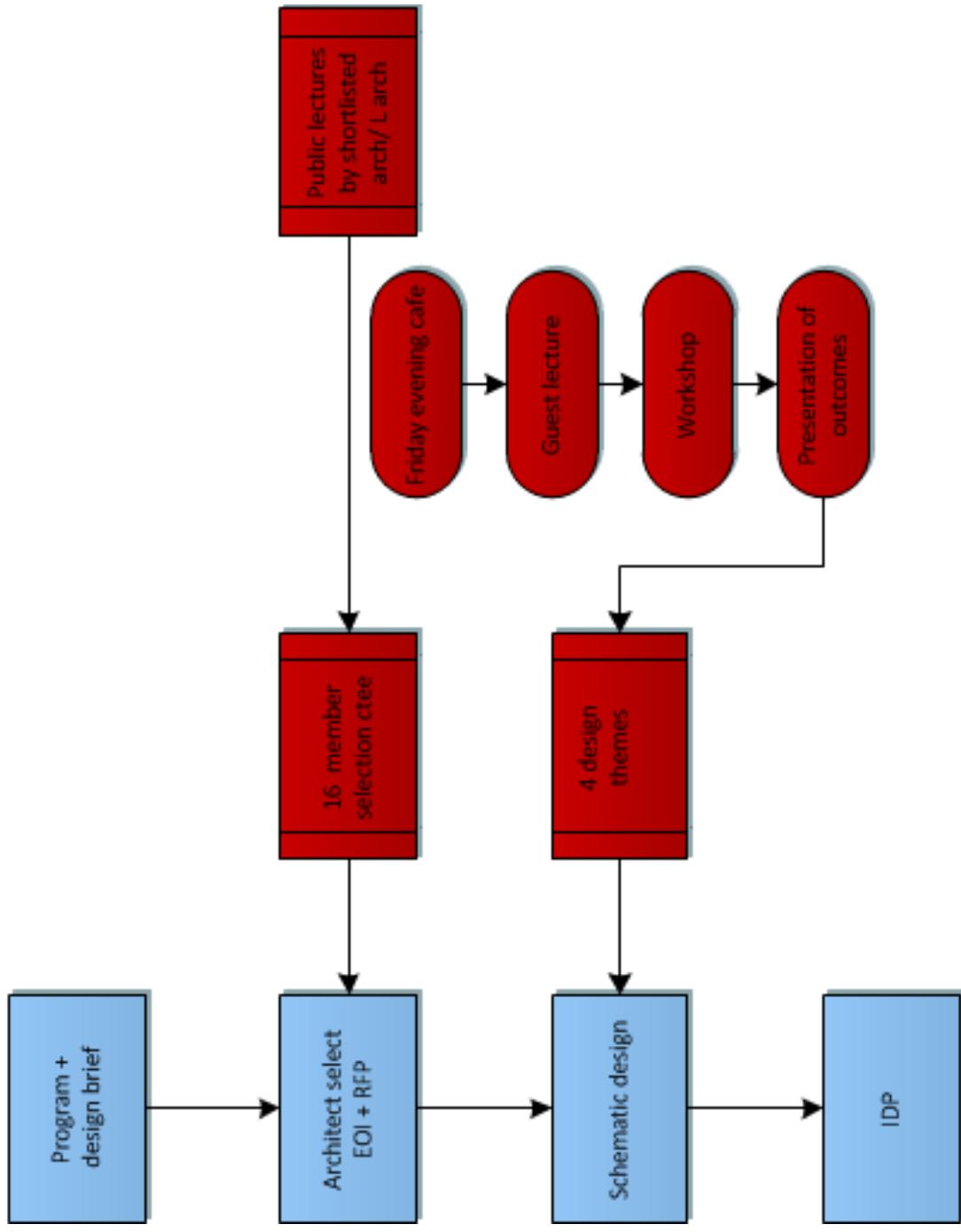
OPTION 2: GAMING SYSTEM



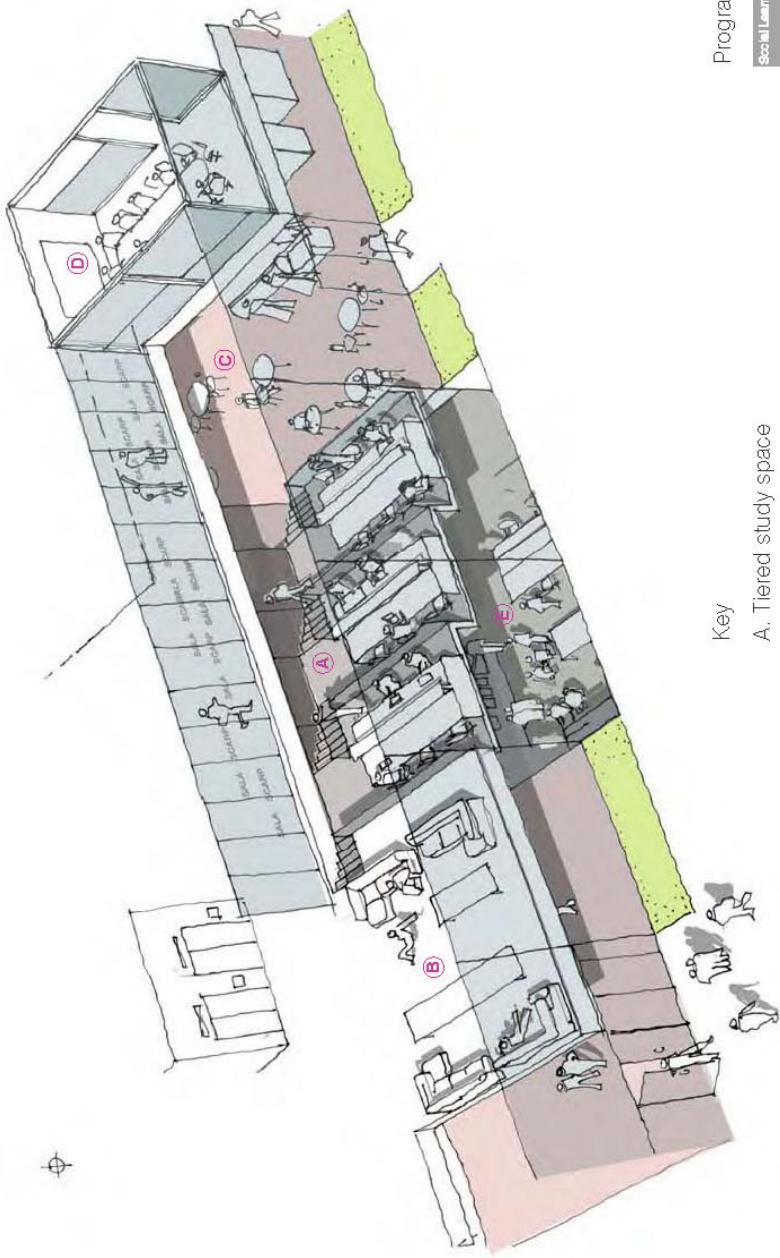
OPTION 3: STAIR CASE



# IPDF



## 'a dynamic, public, highly visible learning landscape'



## key features

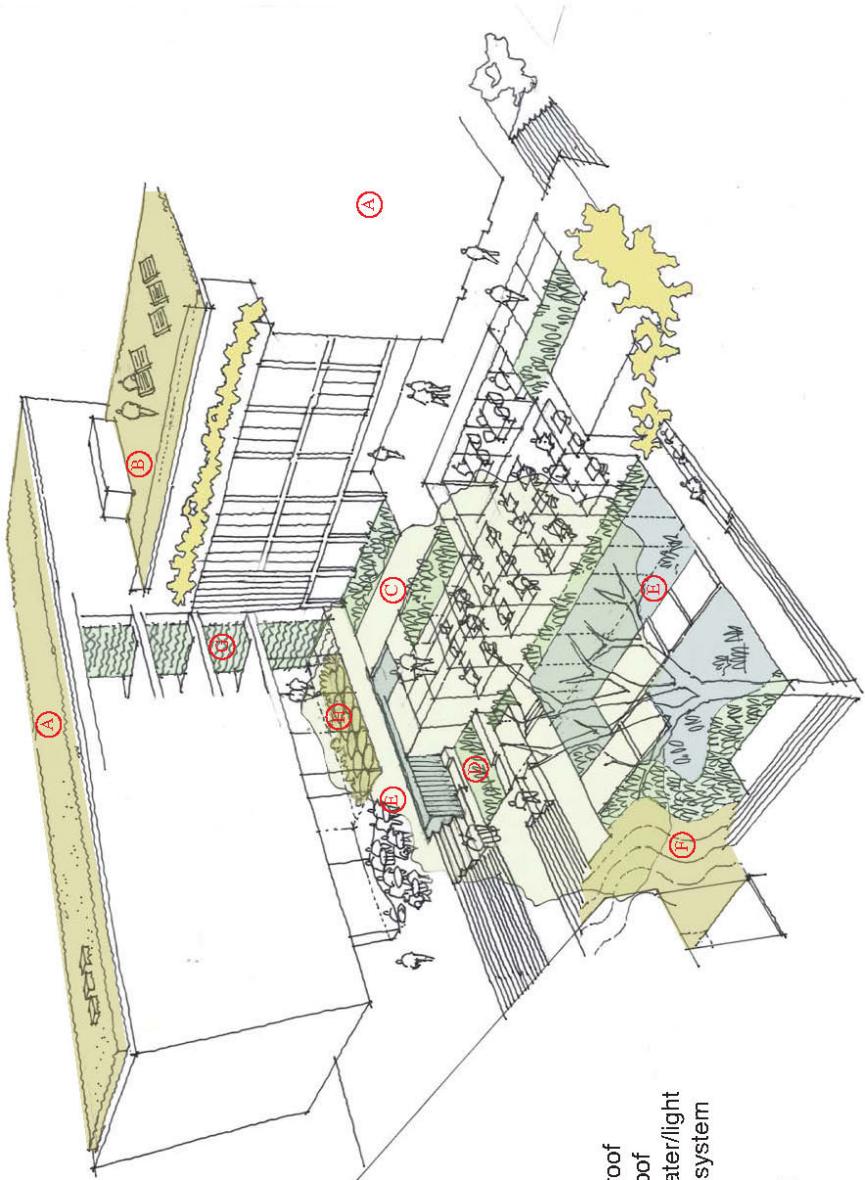
- New approach to learning on display
- Generic space + circulation = programmatic efficiency OR doing more with less
- Ground level sectional shifts
- Natural light for all

*'this is what we heard from you . . .'*

## Scales of Learning

Individual/Contemplative Group/Social  
A Suite of Experiences  
Journey to Other Spaces  
Vantage Points

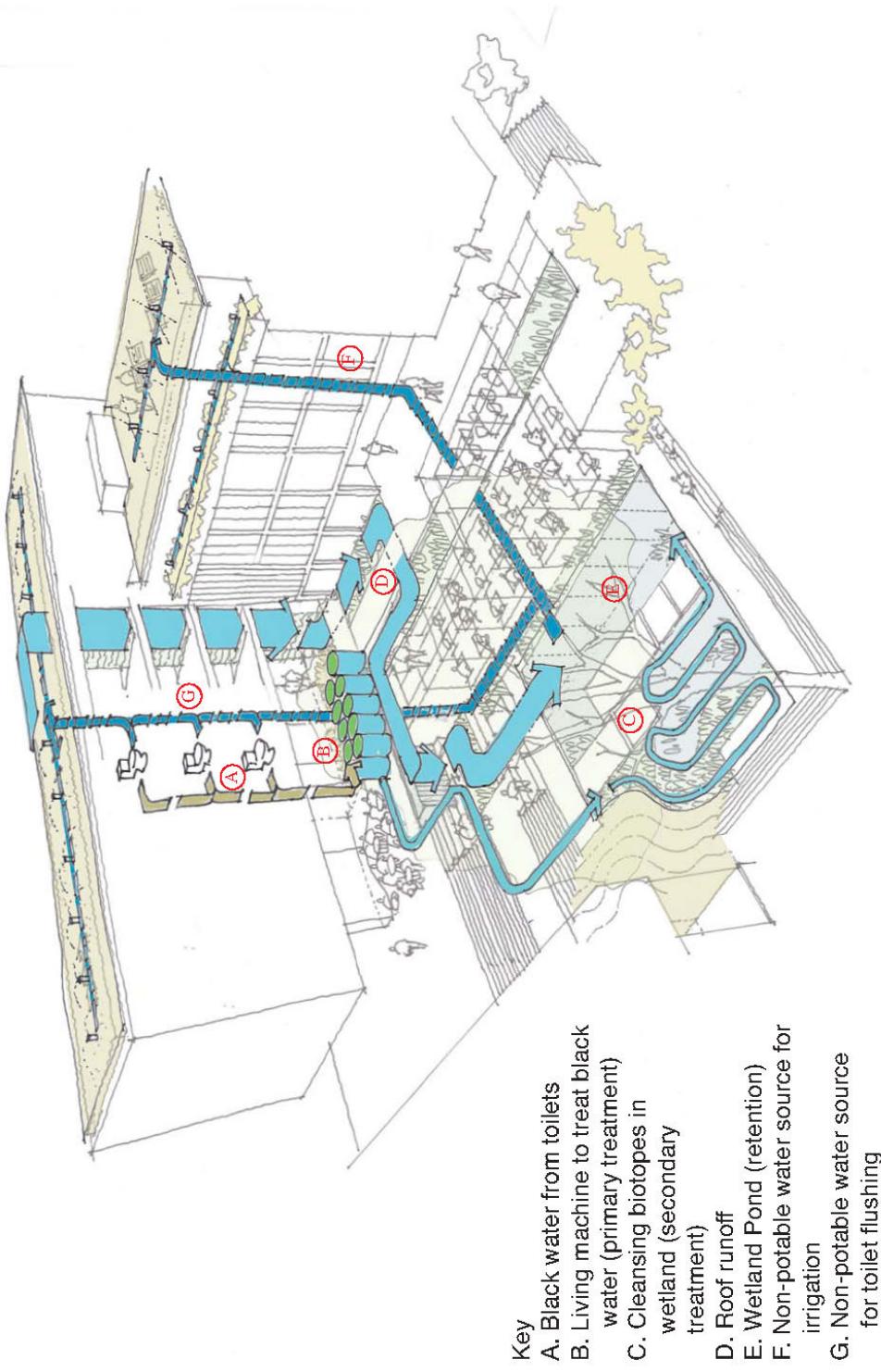
Program Elements	Space (m²)	No. Occupants	Occupied %	Classrooms	Occupants	Occupied %	Salas	Occupants	Occupied %	SCAPP	MUD
Social Learning Spaces	200	50	1	50	15	3	45	3	54	62%	33%
Learning Commons	200	50	1	50	15	3	45	3	54	62%	33%
General Teaching Spaces	90	60	2	120							



Key

- A. Extensive green roof
- B. Intensive green roof
- C. Courtyard with water/light
- D. Wetland filtration system
- E. Wetland Pond
- F. Sunning mound
- G. Interior living wall
- H. Living machine

**'a multi-layered learning space fused with the landscape'**

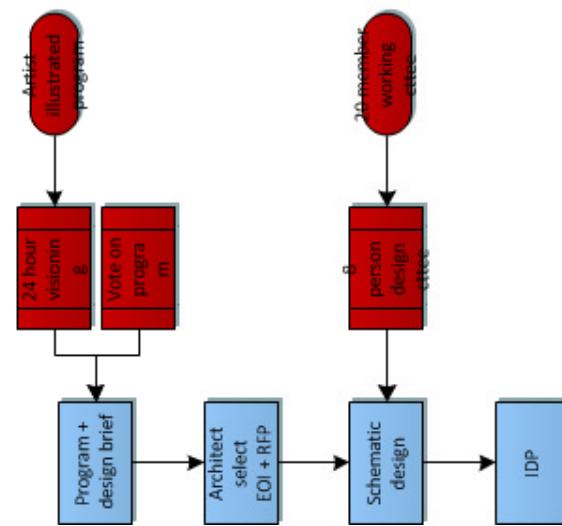


'create a closed loop system for water reuse'

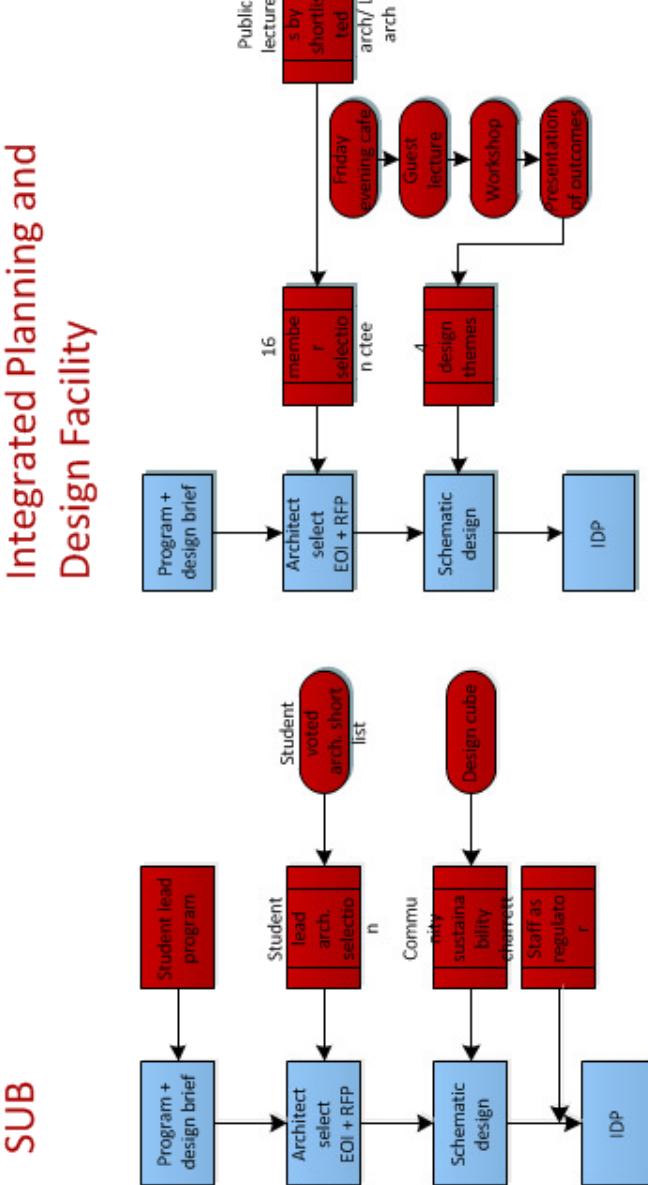
# Co-design @ UBC

## Buchanan courtyards

SUB



## Integrated Planning and Design Facility



# lessons learned

## plus's

### risks

- + passion & depth
- + creativity
- + place making
- + builds capacity
- + integrated design
- time + \$
- camels by committee
- 'feel good' ≈ vg design

# co-design strategies

- project charter
  - clear process
  - who is expert on what
  - who is involved in what
  - how decisions are made and by who
- compact working group
  - capable representation
  - broad representation
- workshops – themed, focused & facilitated
- leave designer to design

# co-design @ UBC

